Amendments to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (currently amended) A method of playing a board game, comprising the steps of:

providing a set-up walk defining a first path of travel along which respective game pieces controlled by players of said board game advance;

constructing said set-up walk of a plurality of squares where a first plurality of squares represents vowels and a second plurality of squares represents consonants;

providing a plurality of vowel cards and consonant cards;

enabling a player to acquire a vowel card when said player's game piece arrives at ~~the~~ an end of a move on a square in said set-up walk representing a vowel;

enabling said player to acquire a consonant card when said player's game piece arrives at ~~the~~ an end of a move on a square in said set-up walk representing a consonant;

providing a final walk defining a second path of travel along which said respective game pieces advance;

making said final walk discontinuous from said set-up walk;

constructing said final walk of a plurality of squares where a first plurality of squares represents vowels and a second plurality of squares represents consonants;

enabling a player to acquire a vowel card when said player's game piece arrives at ~~the~~ an end of a move on a square in said final walk representing a vowel;

enabling said player to acquire a consonant card when said player's game piece arrives at ~~the~~ an end of a move on a square in said final walk representing a consonant;

providing a plurality of separate starting points along said final walk;

identifying each of said starting points as being associated with a particular game piece;

enabling a game piece of a player to exit said set-up walk and to enter said final walk at a starting point on said final walk associated with said player's game piece when said player has accumulated a predetermined number of vowels, consonants, or combinations thereof while advancing along said set-up walk;

providing a wordgram upon which vowel and consonant cards are placed when acquired by a player;

2

ending said game when a player forms a word consisting of a first predetermined number of vowels and consonants by arranging vowel and consonant cards on said wordgram to spell said word.

2. (currently amended) The method of claim 1, further comprising the steps of:

dividing a game into a predetermined number of rounds prior to commencement of said game;

ending a round when a player forms a word including a second predetermined number of consonants and vowels less than said first predetermined number thereof required to win said game; and

awarding to said player forming a word including said second predetermined number of vowels and consonants a first predetermined number of points.

3. (currently amended) The method of claim 2, further comprising the step of:

requiring each non-winning player players at the end of a round to form a word having at least a predetermined number of characters from the vowels and consonants on their respective wordgrams; and

adding to the a round winner's point total the number of cards on said non-winning players' respective wordgrams of all opposing players that do not form a part of a word having at least said predetermined number of characters.

4. (canceled)

5. (canceled)

6. (original) The method of claim 2, further comprising the step of:

limiting the number of rounds to the number of players of said game.

7. (currently amended) The method of claim 1, further comprising the steps of:

limiting to a predetermined number the total number of vowels and consonants that each player may position atop upon said wordgram;

penalizing a player having a total number of vowels and consonants that exceeds said predetermined number.

8. (original) The method of claim 7, further comprising the step of:

said step of penalizing a player including the step of requiring said penalized player to discard a predetermined number of vowels and consonants from said wordgram.

9. (original) The method of claim 8, further comprising the step of:

3

said step of penalizing a player further including the step of requiring said penalized player to lose one turn.

10. (original) The method of claim 1, further comprising the steps of:

pre-approving prior to the playing of said game a dictionary that is consulted in the event the authenticity of a word is challenged during the game;

enabling each player of said game to challenge the authenticity of a word submitted by any player of the game as a game-winning word by demonstrating that the word is either not found in said pre-approved dictionary or, if found, that said word is misspelled;

penalizing a player who submits a game-winning word that is successfully challenged as lacking authenticity by requiring that player to remove a predetermined number of vowels and consonants from that player's wordgram.

11. (original) The method of claim 10, further comprising the step of:

said step of penalizing said player who submits a game-wining word that is successfully challenged further including the step of requiring said penalized player to lose one turn.

12. (original) The method of claim 2, further comprising the steps of:

pre-approving prior to the playing of said game a dictionary that is consulted in the event the authenticity of a word is challenged during the game;

enabling each player of said game to challenge the authenticity of a word submitted by any player of the game as a round-ending word by demonstrating that the word is either not found in said pre-approved dictionary or, if found, that said word is misspelled;

penalizing a player who submits a round-ending word that is successfully challenged as lacking authenticity by requiring that player to remove a predetermined number of vowels and consonants from that player's support surface.

13. (original) The method of claim 12, further comprising the step of:

said step of penalizing said player who submitted a round-ending word that is successfully challenged further including the step of requiring said penalized player to lose one turn.

14. (original) The method of claim 1, further comprising the step of:

penalizing a player whose game piece lands on a square on said final walk that is associated with the game piece of another player.

15. (original) The method of claim 14, further comprising the step of:

4

penalizing the player whose game piece lands on a square of said final walk associated with the game piece of another player by causing said penalized player to lose a vowel or a consonant in the possession of said penalized player to said player with whom said square is associated, said player being the beneficiary of the penalty.

16. (original) The method of claim 15, further comprising the step of:

enabling the player with whom said square is associated to choose which of said vowels or consonants in the possession of the penalized player is to be acquired by said beneficiary of said penalty.

17. (original) The method of claim 1, further comprising the steps of:

including in said final walk at least one square representing either a vowel or a consonant; and

enabling said player to acquire a vowel or a consonant at the election of said player when said player's game piece arrives at the end of a move on a square representing either a vowel or a consonant.

18. (original) The method of claim 3, further comprising the steps of:

deducting one point from the round winner's point total for each card on said round winner's wordgram that does not form a part of the word formed by said round winner to end said round.

19. (original) The method of claim 18, further comprising the step of:

requiring a player to discard a vowel, consonant, or choice thereof if a player is required to move said player's gamepiece backwards and if said backward-moving gamepiece lands on a vowel, consonant, or choice of vowel or consonant square, respectively.

20. (original) The method of claim 19, further comprising the steps of:

enabling a player lacking a vowel to discard a consonant upon being required to discard a vowel;

enabling a player lacking a consonant to discard a vowel upon being required to discard a consonant.

5